

KRIS PAISARN

Krisada Mahakitpaisarn, 22 April, 1992

All-Rounded Unity Developer with 8 years experience who passionate on mobile game and mobile application development

EXPERIENCE

Senior Unity Developer

FINIFUGU Games (Mobile Game)

Finifugu Ltd., Jan 2021- Present

- Improve performance and optimize shipped title "Too many cooks"
- Worked on shipped title with 500k+ downloads "Me is King" includes loading/performance optimization, implemented various in game features, solved ANRs and more,
- Worked on shipped title with more than 500k+ downloads "Otter Ocean" for optimization, UI, localization and more
- Work on various hyper casual games for publisher
- Work on upcoming GameFi project

Unity Developer

Make-a-bag (Mobile Application)

Crazy Factory Co. Ltd., May 2017- October 2019

- Worked on Research & Development for making realistic 3D customizable handbag
- Implemented prototype and created mock-up UI for application
- Worked closely with UI Designer and implemented whole UI system in project
- Implemented customization function include Texture, Bag parts, Accessories and more
- Worked on custom shader and lighting to serve realistic look of handbag
- Worked with DevOps for automation deployment across multi-platform using Gitlab
- Coordinated between teams, also between Thai and expat colleagues

Freelance Unity Developer

The Tiguan Virtual Reality Experience (Mobile VR Visualizer)

innovation.rocks consulting gmbh, August 2016- October 2016

- Integrated Localization & Translation from provided data
- Worked on UI and Text relate to Localization

Pixel Holographic Device (Holographic Game & Application)

Pixel Visual Sdn. Bhd., March 2016- June 2016

- Implemented holographic game calls "Flap Dash" & animated model display application which both are controlled by using mobile phone
- Implemented other utility holographic application such as "World Clock" which is controlled by speech recognition
- Designed UI for both holographic display and on mobile controller

Sky Rider (Mobile Game + VR)

Kirimaru Co. Ltd., May 2015 - August 2015


- Worked on designing include Level Design, Obstacle and Difficulty Design, Character Skill Design, Effect Design and Sound Design
- Implemented core gameplay functionalities include Character Control, Level & Scene Setup, Obstacle Spawning, Game Effects and re-factored previous codes
- Implemented VR mode for Cardboard

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 krispaisarn.github.io/portfolio

 github.com/krispaisarn

SKILLS

C#

JavaScript

HTML

CSS

ReactJS

Unity

Photoshop

Affinity Photo

Sketch

After Effects

Autodesk Maya

Mobile Game Dev

Game Effects

Sound Design

Augmented Reality

Virtual Reality

UI/UX Design

Graphic Design

3D Design

AWARDS

AngelHack KL, 2016

1st Runner-up (Smart Living)

AngelHack

FRIT Award, 2014

Winner (Business)

Foundation of Research in Information Technology

National Software Contest, 2013

Winner (Entertainment)

National Electronics and Computer Technology Center

EDUCATION

College of Arts, Media and Technology,

Chiang Mai University

Bachelor of Science (Animation)

2011 - 2014

LANGUAGES

Thai - Native

English - Fluent